

FIG.1

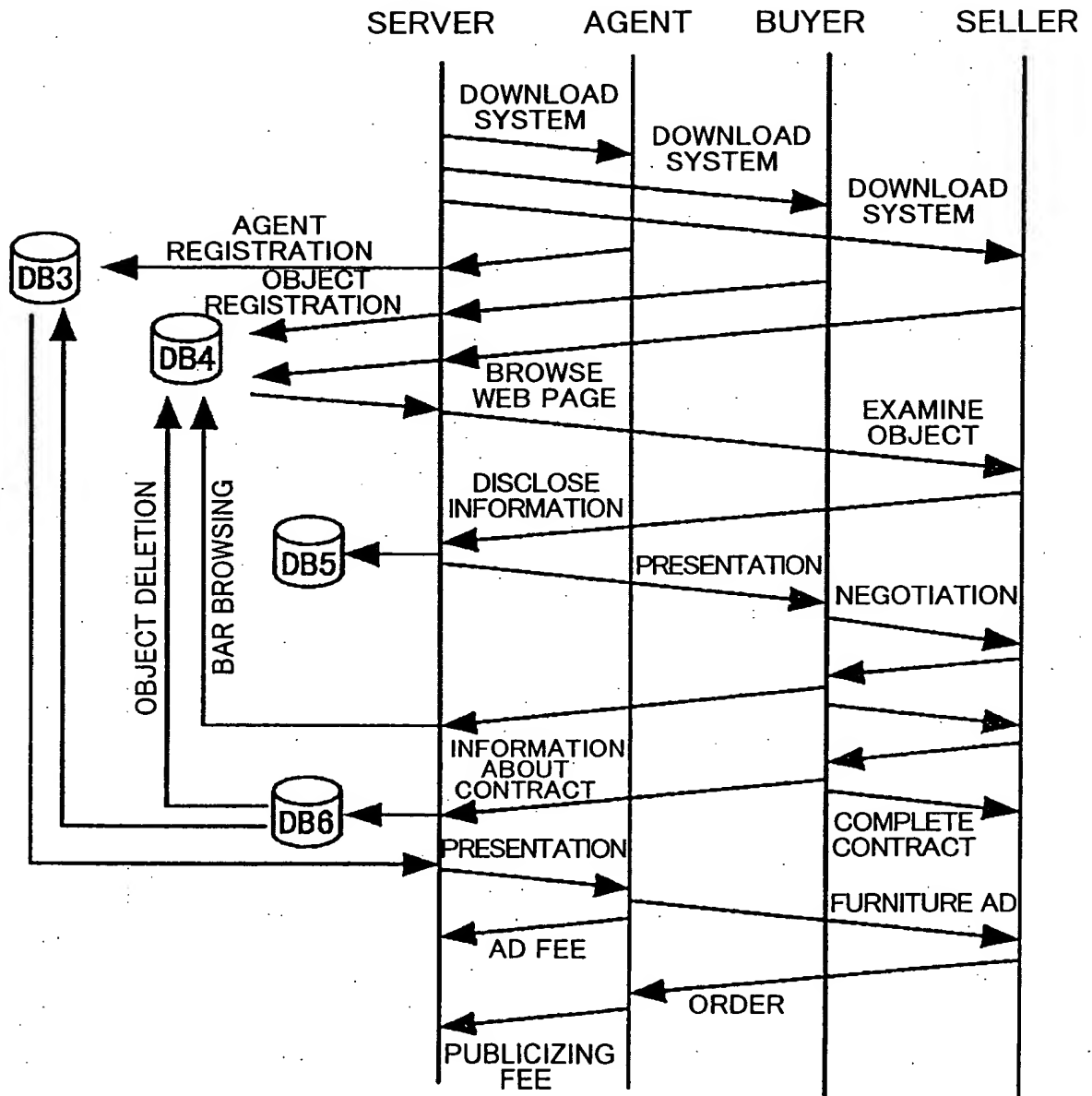


FIG.2

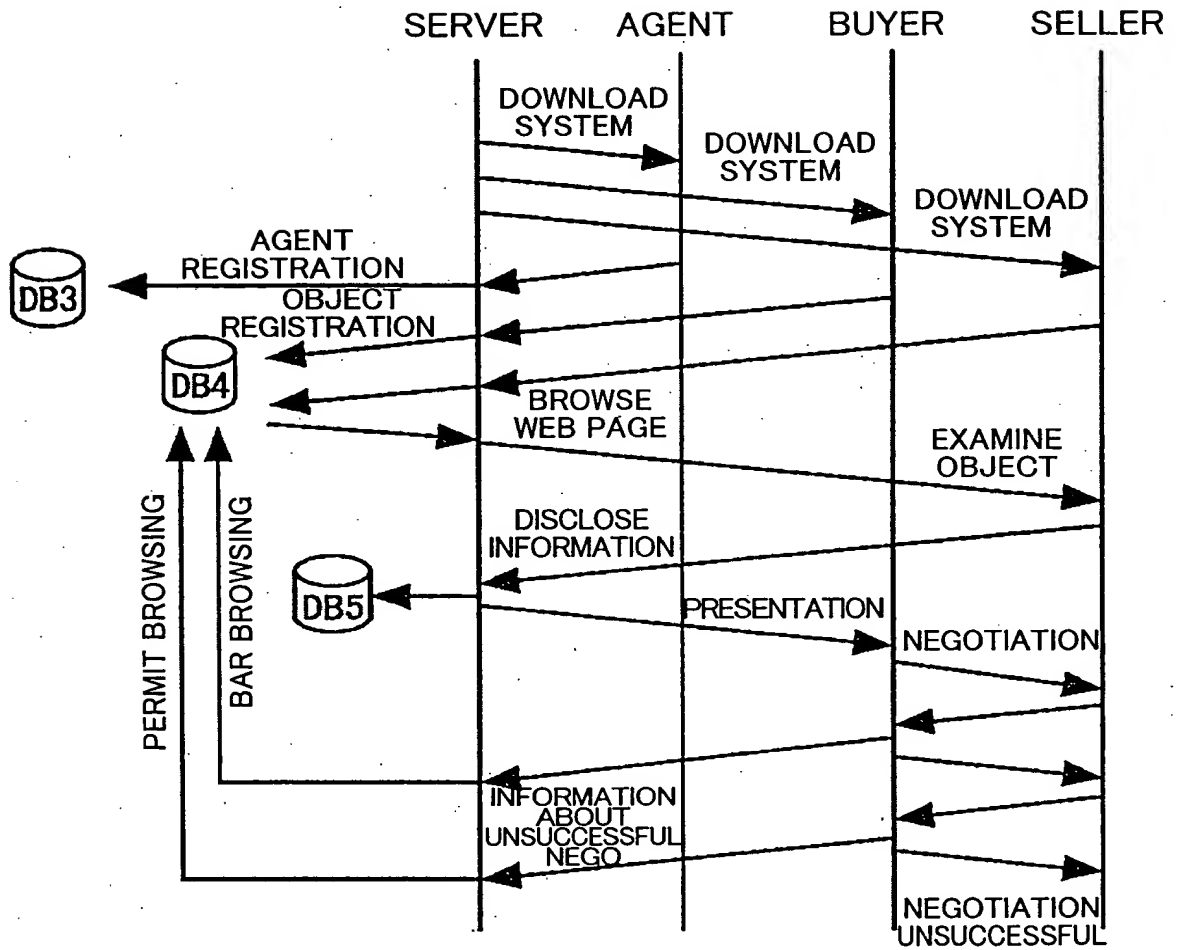


FIG.3

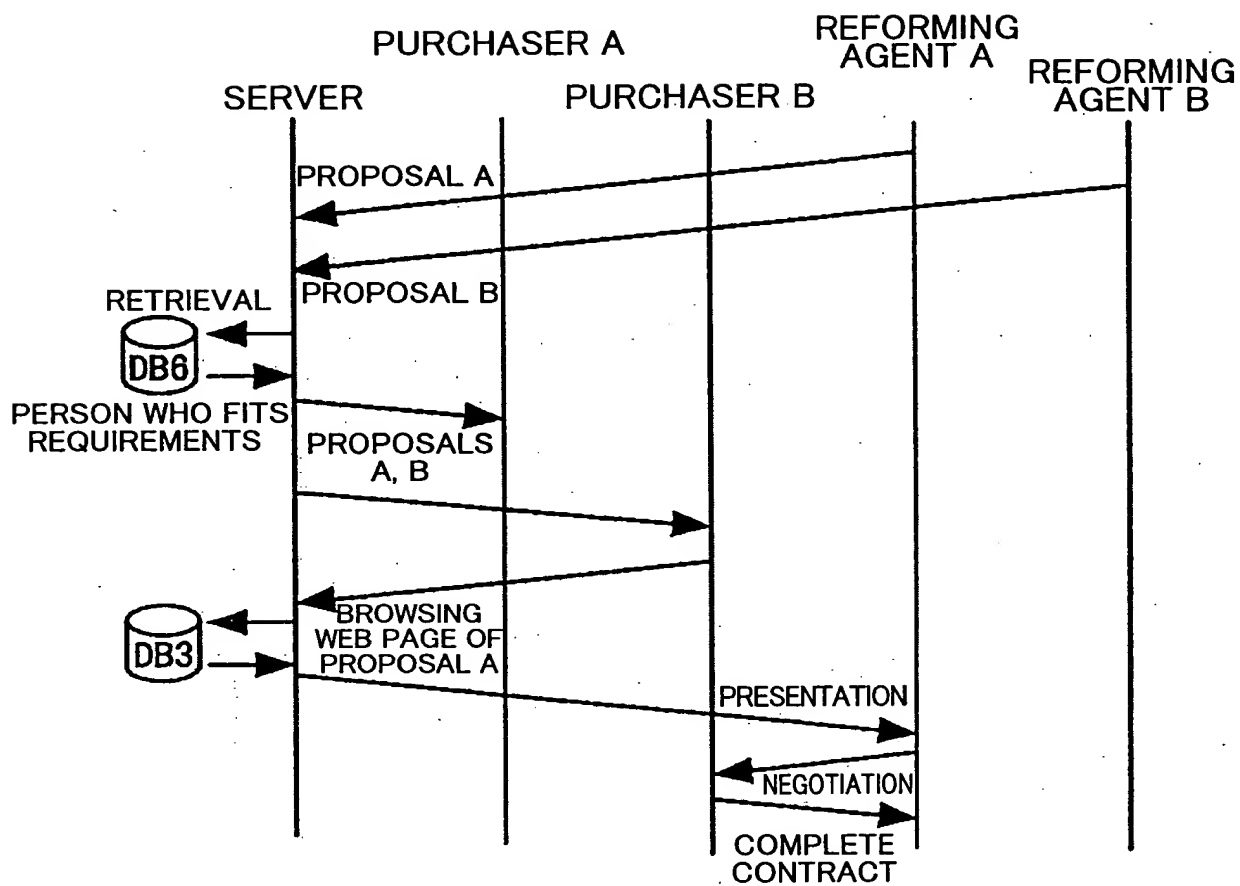


FIG. 4

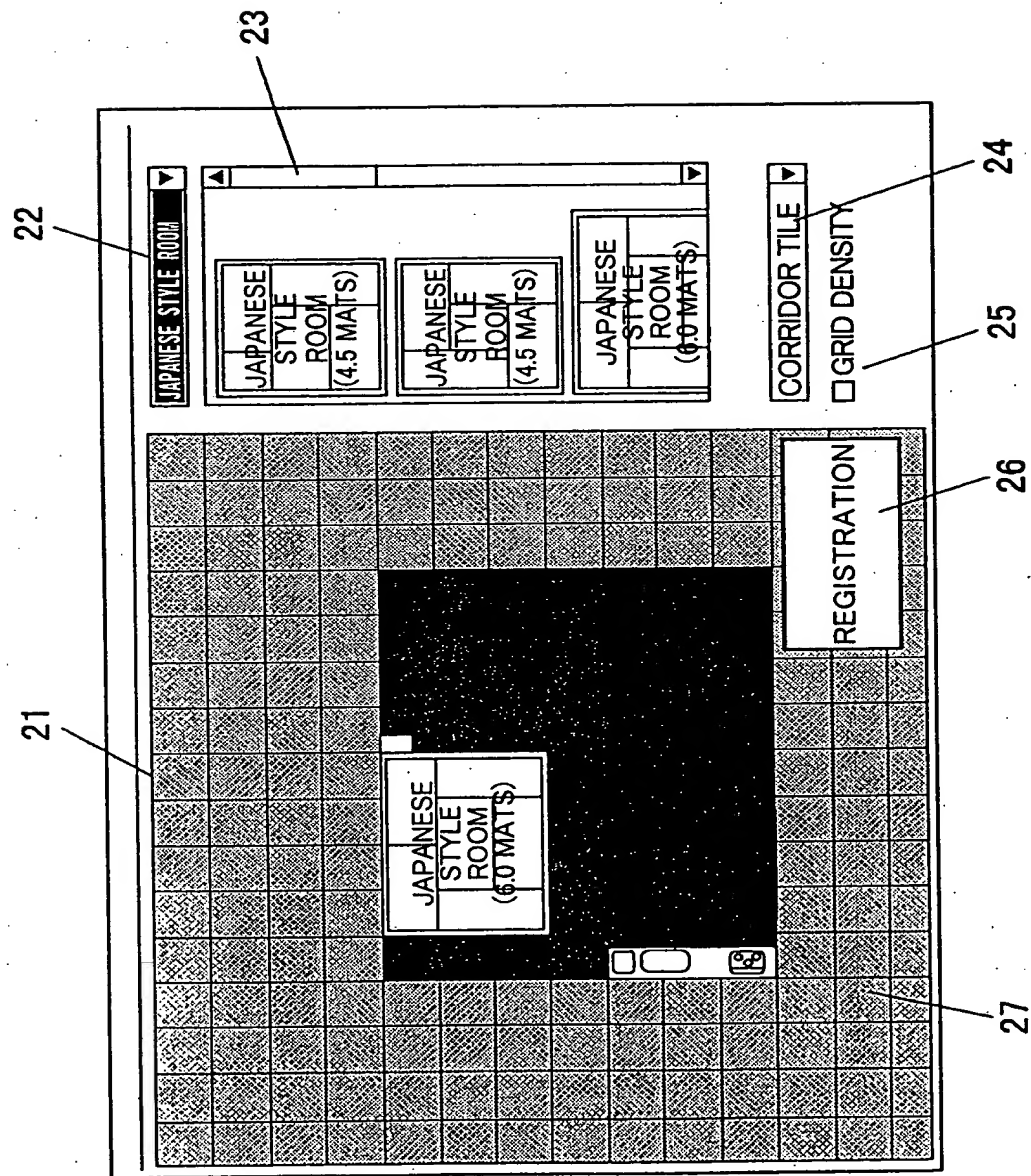


FIG.5

PRESENT OBJECTS ON SALE			
OBJECT A	SALES OFFER FROM MR. a	¥30,000, 000	CONTACT
OBJECT B	SALES OFFER FROM COMPANY b	¥60,000,000	CONTACT
UN-REGISTERED			
UN-REGISTERED			

09/868640 062801

FIG.6

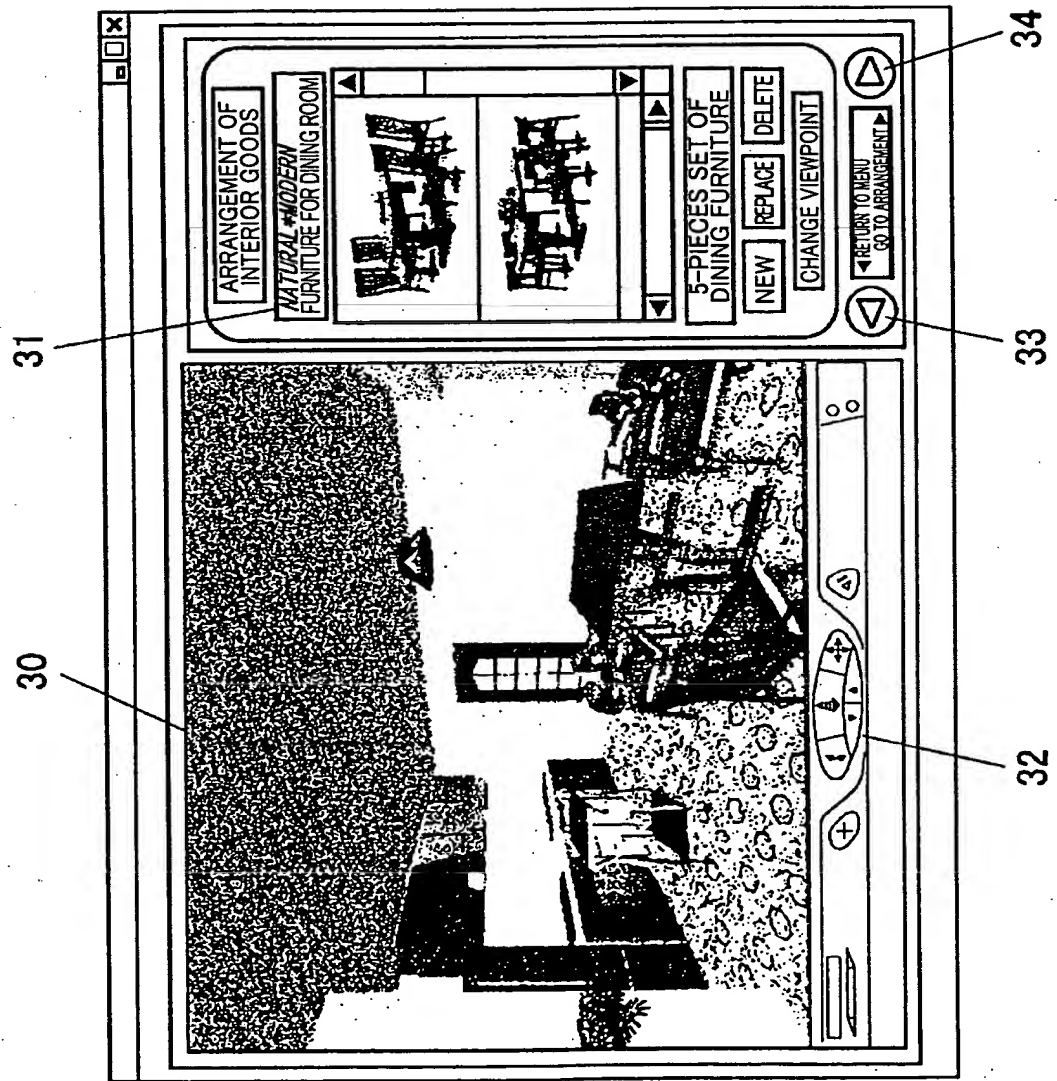


FIG.7

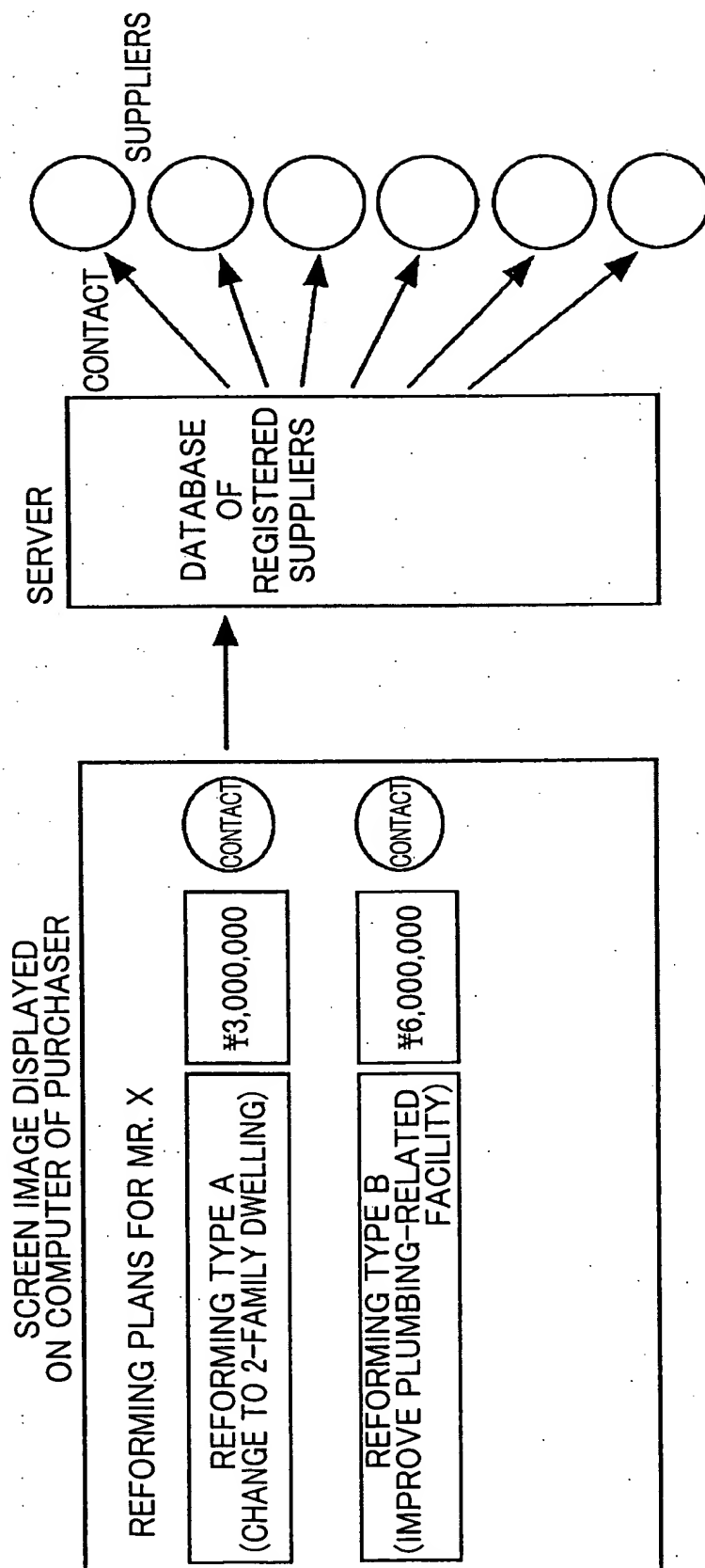


FIG. 8

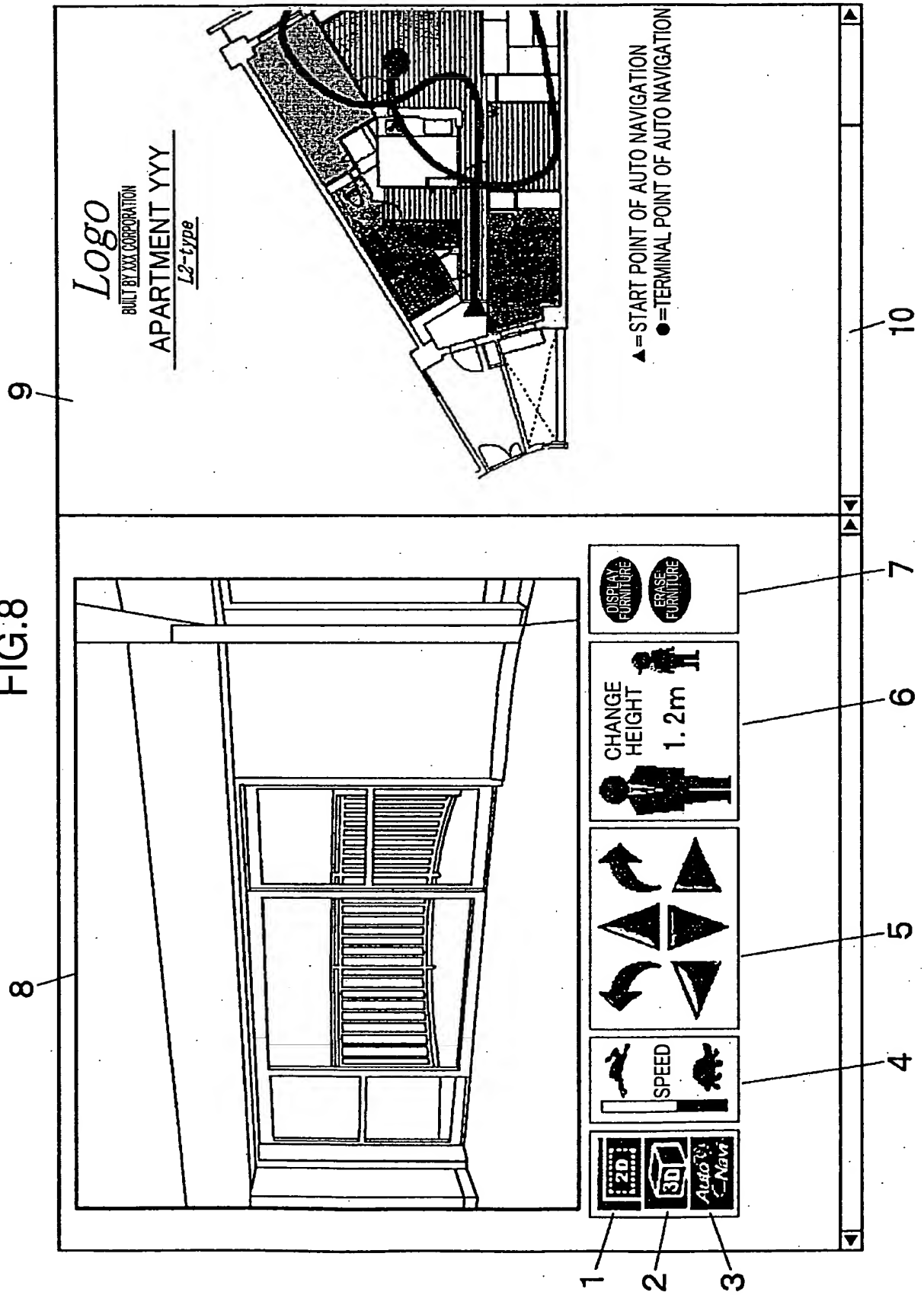


FIG. 9

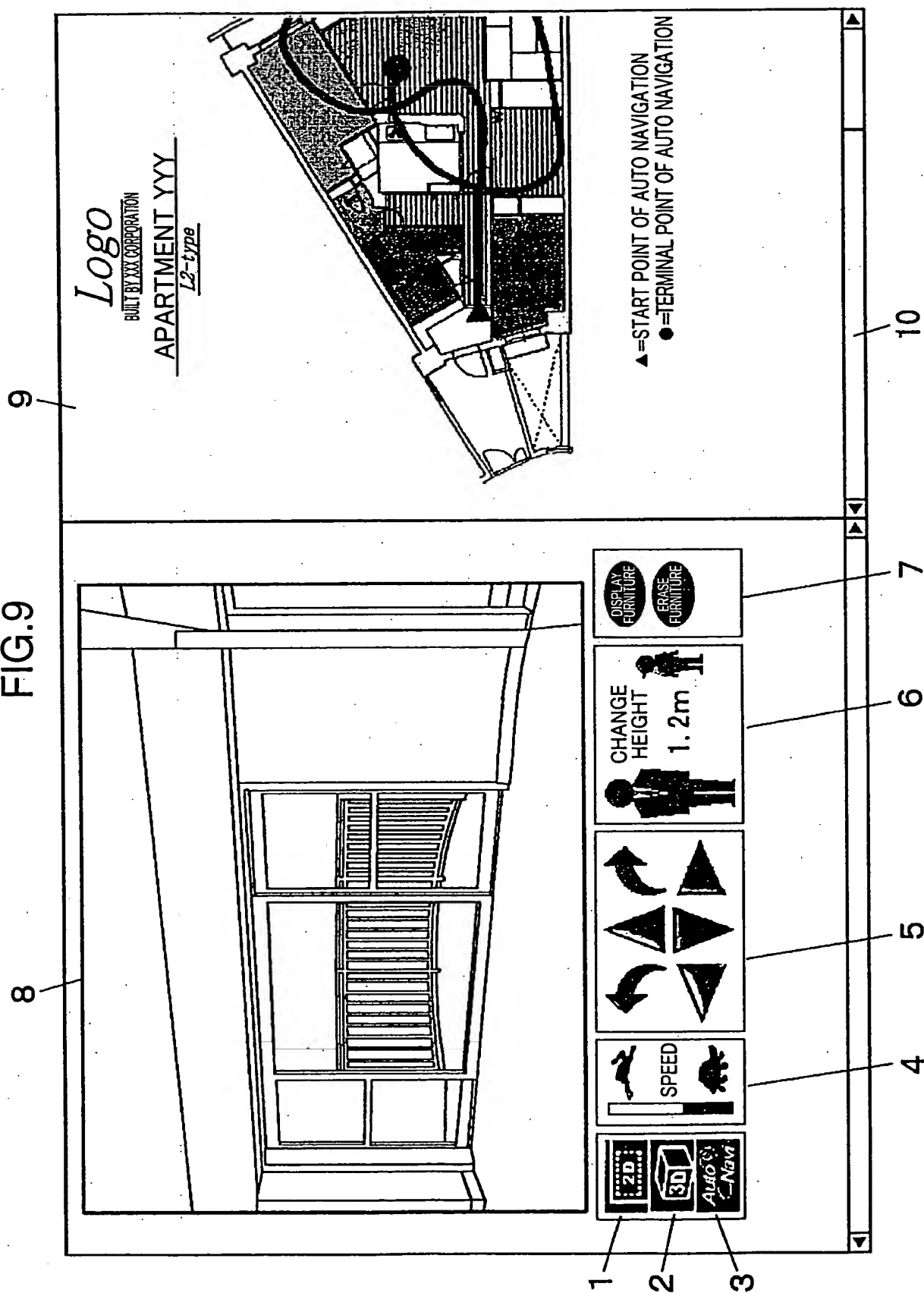
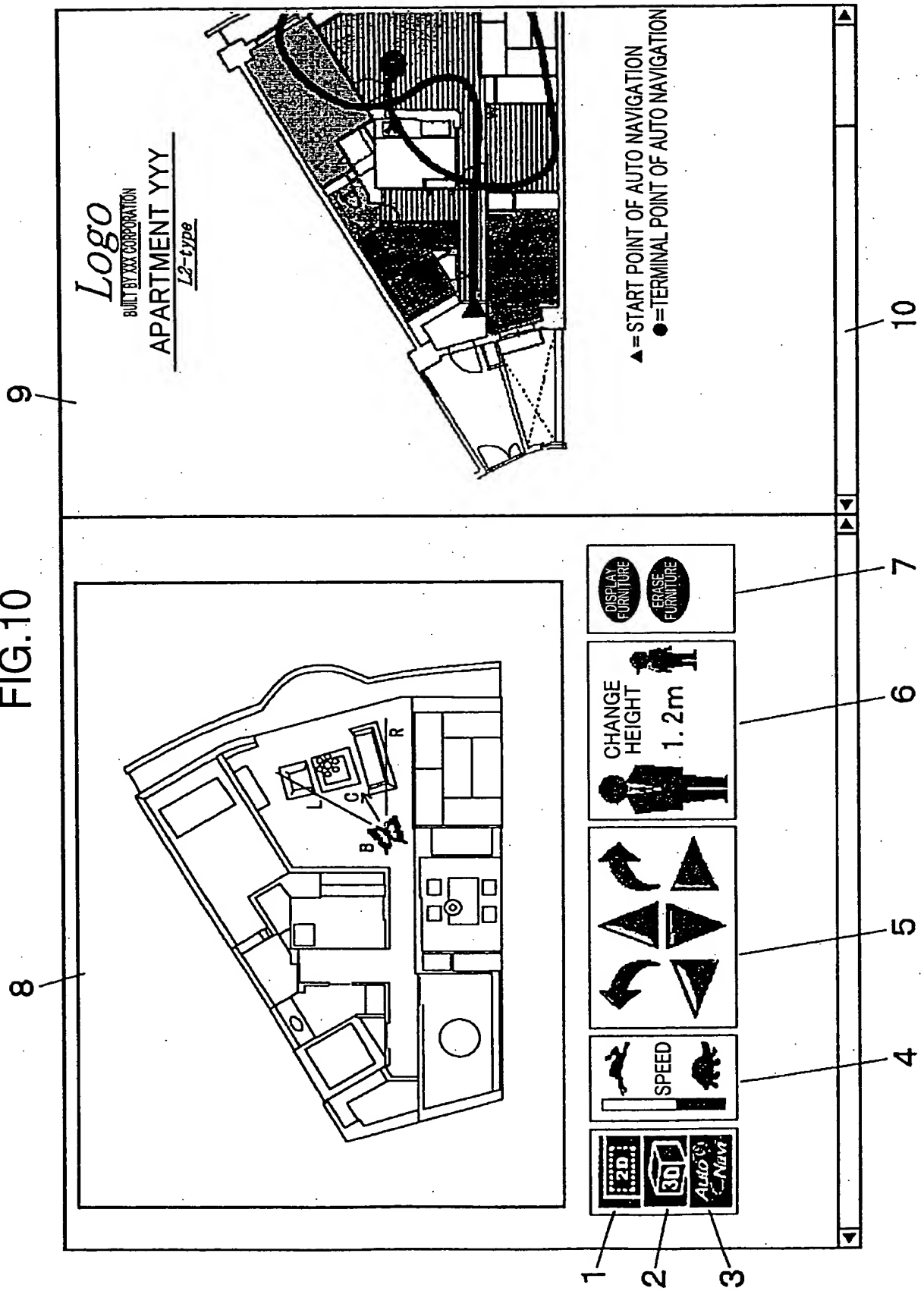


FIG. 10



The diagram illustrates the architecture of a 3D menu system. At the top, a **USER** (14) interacts with a **DISPLAY SECTION** (13). The display section is connected to an **IMAGE MEMORY** (13A) which contains a **MENU RENDERING AREA** (13B) and a **2D/3D IMAGE RENDERING AREA**. The image memory is connected to **COORDINATE DESIGNATING MEANS** (11A) and **MANIPULATION DETECTING MEANS** (11B), which together form the **MANIPULATING MEANS** (11). These means are connected to **CALCULATION MEANS** (12). The calculation means are connected to **DIGITAL CASH** (15) and a **NETWORK** (16). The network is connected to **DB1 OBJECT DATA** and **DB2 FURNITURE DATA** on one side, and **OBJECT DATA** and **FURNITURE DATA** on the other.

FIG.12

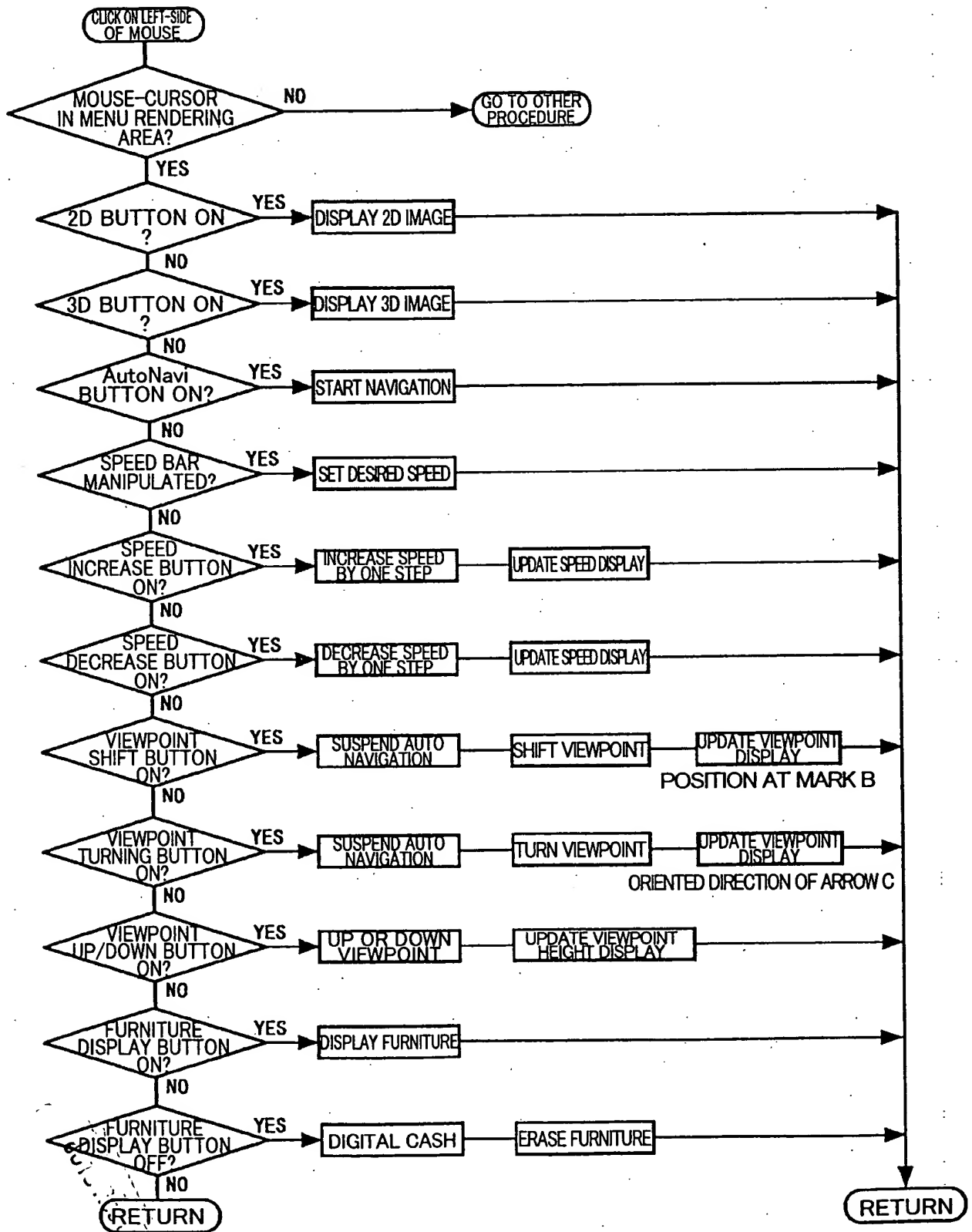


FIG. 13

